餓狼 GAROU
MARK OF THE WOLVES

Light Punch • Light Kick • Strong Punch • Strong Kick A • B • C • D

Retreat • Dash ← ← • → →

Low Dodge Attack • High Dodge Attack A B • ↓ A B

Cancel BREAKABLE moves A B

T.O.P. Attack C D

Can only be performed when the T.O.P. gauge is activated

Taunt START

Feint Move → • ↓ A C

Just Defense air struck ← • ↙

↳ Guard Cancel Special Move

Small jump tap quickly ↖ ~ ↗

Throw Escape thrown ← • → C

Recovery Short • Long Forward Evade A • C

Recovery Short • Long Evade Backward B • D

Power Meter

Can charge up twice. Once for S.Power and twice for P.Power

Special finishing taunt

At the end of the round, right after it says 'KO', press ← or → START

Play as Grant

Highlight Dong Hwan, press hold START ↑ ↑ ↓ ↓ ↑ ↓ press any button

Play as Kain

Highlight Jae Hoon, press hold START ↓ ↓ ↑ ↑ ↓ ↑ press any button

Super Move & Power Move

A and B versions need S. Power or P. Power gauge, C and D versions need P. Power

P. Power attack only

ROCK HOWARD

Kokuusen	close ← • → C
Reppûken	↻ A
Double Reppûken	↻ C
Hard Edge	↶ A • C
Rising Tackle	↓ ↑ A • C
Shinkuu Nage **BREAKABLE**	close ↻ C
↳ Rasetsu	hold A B release
Crack Counter Jôdan	↻ B
Crack Counter Gedan	↻ D
Rage Run 'Dunk'	↶ B
Rage Run 'Shift'	↶ D
Overhead Kick	C D
Raging Storm	↻ ↻ A • C
Shine Knuckle	↻ ↻ B • D
Deadly Rave Neo	↻ → A A B B C C D D ↶ C

TERRY BOGARD

Buster Throw	close ← • → C
Power Wave	↻ A • C
Burn Knuckle	↶ A • C
Power Charge	→ → A • C
↳ Follow up	→ → A • C
↳ Follow up	→ → A • C
Crack Shoot	↶ B • D
Power Dunk **BREAKABLE**	↻ B • D
Max Dunk	C D
Combination Attack	close C → . C
Power Geyser	↻ ↻ A • C
Buster Wolf	↻ ↻ B • D

BONNE JENET

Bye-bye Boo	close ← • → C
Falling Crush	air close any direction C
Big Jump	↓ ↖ ~ ↗
Buffles	↻ A • C
Crazy Ivan	↺ A • C
The Hind BREAKABLE	↻ B • D
Gulf Tomahawk	↺ B • D
Harrier Bee	air ↓ B • D x5
Rolling Thunder	C D
Many Many Torpedoes	↻ ↻ A • C
Aurora	↻ ↻ B • D
Ennui Mademoiselle	Just Defense A B C

KIM DONG HWAN

Tai Otoshi	close ← • → C
Tai Hineri	air close ↓ • ↘ • → C
Big Jump	↓ ↖ ~ ↗
Sankakutobi	air corner ← • →
Ushirogeri	air ← C
Kuu Sa Jin BREAKABLE	↻ A • C
Hishô Kyaku	air ↓ B • D
Shiden Kyaku	↻ B • D
Raimei Zan	↺ B • D
Ashi Binta	↺ C
Kaiten Dong Hwan	C D
Super Dong Hwan Kyaku	air ↻ ↻ A • C
or	↻ ↗ ↓ ↘ A • C
Raimei Dan	↻ ↻ B • D hold
Ore-sama Hôô Kyaku	↻ ↻ ↻ C

KIM JAE HOON

- **Tai Otoshi** — close ← • → C
- **Shôkyakuhô** — ← ← B
- **Shakkashû** — ↻ A • C hold
- **Ryûsei Kyaku** — ↻ B • D
- **Han Getsu Zan** — ↺ B • D
- **Hien Zan** BREAKABLE — ↓ ↑ B • D
  - ↳ **Tenchû Zan** — ↓ D

  With D version of Hien Zan
- **Hishô Kyaku** — air ↓ B • D
  - ↳ **Hassei Waza** — ↘ B • D
  - ↳ **Hassei Waza** — ↺ B • D
- **High-Angle Neri Chagi** — C D
- **Hôyoku Tenshô Kyaku** — ↻ ↻ A • C hold

  You can hold C to delay
- **Hôô Kyaku** — ↻ ↻ B • D

HOTARU FUTABA

- **Tenrakutô** — close ← • → C
- **Hantentô** — air close ← ~ ↓ ~ → C
- **Kôshû Da** — air ↓ B
- **Kûchû Furimuki** — air C D
- **Hakkishô** — ↻ A • C
- **Sôshôshin** — ↺ A • C
- **Kobi Kyaku** BREAKABLE — ↺ B • D
- **Tenshinshô** — air ↺ B • D
- **Rengekishû** — air ↺ B • D
- **Shajôtai** — ↻ D
- **Senkaien** — C D
- **Sôchô Tenrenge** — ↻ ↻ A • C
- **Tenshô Ranki** — ↻ ↻ B • D

Daien Shin	close ← • → C
Danzetsu Dai	close ← • → D
Saigaku	→ A
Murangeri	→ B
Kûchû Furimuki	air C D
Shinga	↻ A • C
↳ Tsuika Kôgeki	→ → A • C

Must use same button of Shin-Ga

Hôzan Saihekiga	↓ ↑ C
Rai-Ga BREAKABLE	↻ B • D
Fûga	↺ B • D
↳ Kôga	A
↳ Senga	B
↳ Kyûga	C
↳ Katsuga	D
Mou-Ko Kou Hazan	C D
Zero Kiba	↻ ↻ A • C
Tatsu Kiba	↻ ↻ B • D
Tenryû Retsuga	↻ A B x3

Gore Fest	close ← • → C
Nightmare	↻ A • C
V.O.D.	↺ A • C x3
Crow	↺ B • D
Phobia	↻ A • C
Morbid Angel BREAKABLE	↺ B • D
Overkill	C D
Full Blast	↻ ↻ A • C
Creeping Death	↻ ↻ B • D

Kyokugen Zutsuki	close ← • → C
Kyokugen Hiji	→ A
Koô Ken	↻ A • C
Koho BREAKABLE	↻ A • C
Hien Shippû Kyaku	↻ B • D
Jôdan Harai	↺ A
Gedan Harai	↺ B
Ryûsen Ken	hold C ... release
Kosen Kyaku	hold D ... release
Zan Retsu Ken	C D
Haô Shôkô Ken	↻ ↻ A • C
Kyokugen Kohô	↻ ↻ B • D
Ryûko Ranbu	↻ ↻ ↻ C tap

Four levels depending C tap : x0-2, x3-6, x7-9, x10

Hikkaki	close ← • → C
Non-men Tsukuri	air close ← ~ ↓ ~ → C
Sliding	↘ B
Kûtengeri	↘ D
Nidan Jump	air ↖ ~ ↗
Shuriken	air ↻ A • C
Kuuha Dan BREAKABLE	↻ B • D
Rakkazan Jitsu	air ↺ D
Rakkazan Kyô	air ↺ B
Karakusagiri	↺ A • C hold
Ninpô Bakuen	C D
Teleport	↓ A B . B C
Chô Hissatsu Shuriken	↻ ↻ A • C
↳ End	A B
Ôgi Chô Hissatsu Tatsumaki	↻ ↻ B • D

Griffon Tower	close ← • → C
↳ Grif-Fall	↘ ↘ C
Griffon Hug	close ← • → D
Justice Hurricane	close ↻ A • C
Icarus Crash	air ↻ A
Active Tupon	↻ A • C
Poseidon Wave	↻ A • C
Hercule's Throw	close ↻ B
Olympus Over BREAKABLE	↻ B • D
Only D version is breakable	
Gri-Dro Super Kick	C D
Big Fall Griffon	close ↻ ↻ A • C
Daedalus Attack	↻ ↻ B • D

Poli-Throw	close ← • → C
Poli-Kick	→ B
Hell Rotor	↺ A • C hold
↳ Cancel	D
Hell Arrest	close ↻ A • C
Hell Snipe	↻ A • C
Creeper	↺ B
↳ Low Attack	A
↳ Middle Attack	B
↳ Cancel	C
Hell Trap BREAKABLE	↺ B • D
Blast charge	C D
Abide Mine	↺ D
Lucky Strike	↺ ↺ A • C
Gattling Freezer	↺ ↺ B • D

GRANT

Ankoku Otoshi	close ← • → C
Maheki	↘ C
Kokuenryû	↻ A • C
Kyou Chô-Jin BREAKABLE	↻ A • C
↳ Messhô Hisetsu	air ↓ D
Gôretsushô	→ ← → A • C
Gôdangai	↻ B • D
Messhô Hisetsu	↓ B • D
Majingan	C D
Majin Hatendan	↻ ↻ A • C
Majin Engetsurin	↻ ↻ B • D

KAIN

Schwarze Mond	close ← • → C
Schwarze Flamme	← → A • C
Schwarze Panzer	← → B • D
Schwarze Lanze BREAKABLE	↓ ↑ B • D
Schwarze Stoß	C D
Himmlischer Atem	↻ ↻ A • C
Himmlische Seele	↻ ↻ B • D

餓狼 GAROU MARK OF THE WOLVES